



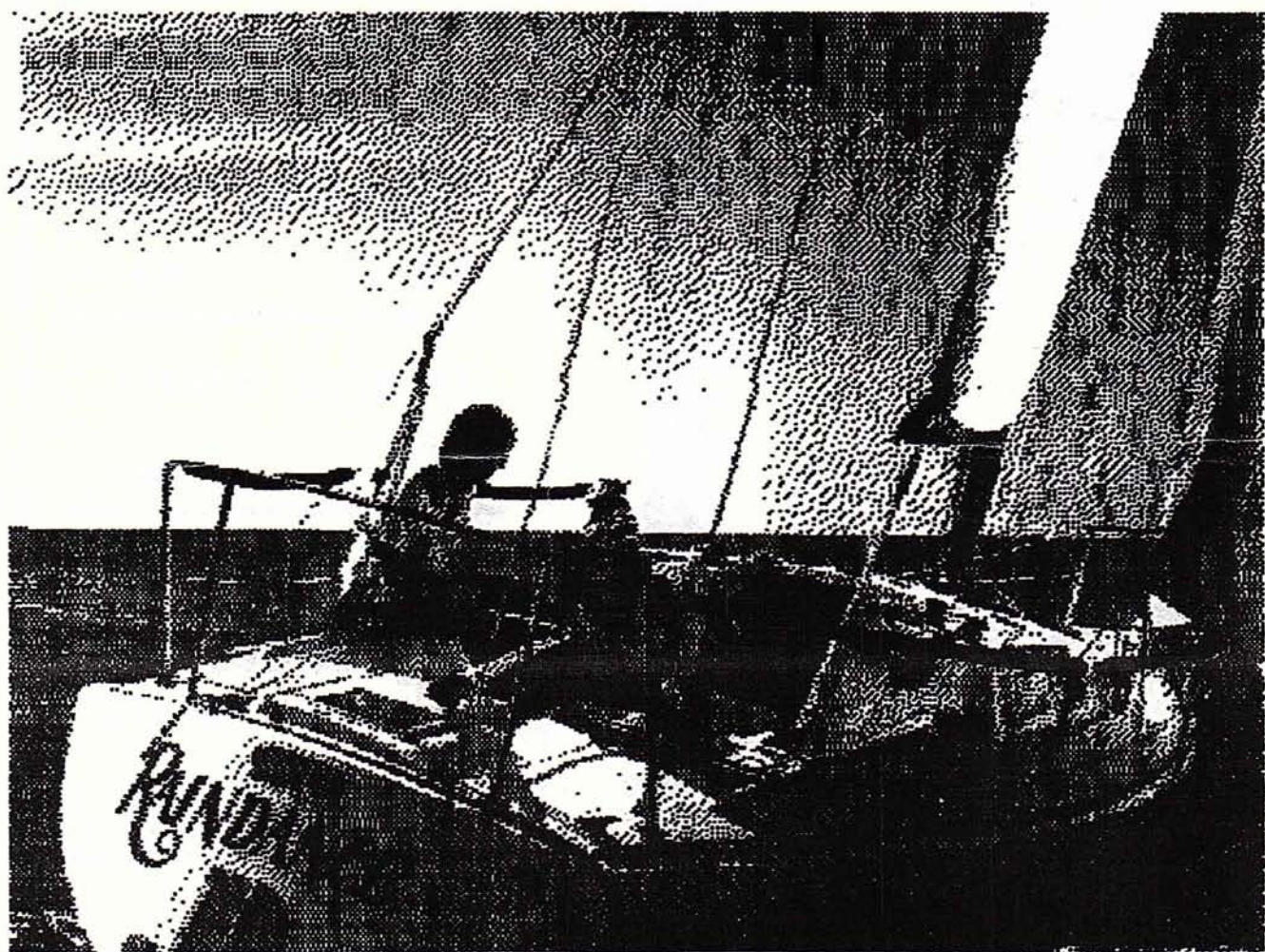
AA-AUG

ATARI ANONYMOUS-ATARI USER'S GROUP

MEMO PAD

Upland, CA

October/November 87



COMDEX REVIEWED

IMPROVING YOUR IMAGE

EDITORS NOTE:

As you can see we have combined last months news letter with Novembers. In the future the editors will see that one is issued each and every month on time. We thank you for your support and understanding in this matter. Look for bigger and better issues each month. Keep sending your reports and notices, as this is your news letter, not only to inform you but so you can keep in touch and inform the other members of the club.

Your Temporay Editors



Improving Your Image

This Issue

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Hard Disk
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&
F-15 Strike Eagle page 11

ATARI ANONYMOUS ATARI USER'S GROUP

C/O P.O.Box 1433
Upland CA
91786

<u>President</u>	<u>OPEN</u>
Vice-President <ST> Gilbert A. Bush	980--5620
Vice-President <XE>	OPEN
Secretary John Mandel	626-0157
Treasurer Barbara Ling	597-2193
Newsletter Wayne Upton	629-8422
Asst. Editor	<OPEN>
Sysop John Lechmanik	984-7870
Co-Sysop Gary Leonardo	988-0338
Librarian Smilley Collins	624-1062
Librarian<ST> Henry Vanderbeck	
Asst. Librarian<ST> Jacob Christ	629-7275
Asst. Librarian<XE> Ted Ling	597-2193
Membership	-OPEN-
Programming <ST> Jay McCarthy	829-8722
Programming <XE> Smiley Collins	624-1062
Programming<GEM> Juan Valdes	
BBS NUMBER	986-4860



AA-AUG MEMO PAD

Attention:

If you would like to submit an article for publication, use your favorite word processor, and save your file in ASCII format. Bring your 5 1/4" or 3 1/2" floppy to the next meeting, or send it to our mailing address above. You may also upload articles to our BBS as long as our Sysop complies. If you have any further questions please call one of the officers or call the BBS.

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**Newsletter
Exchanges
are Welcome**

About The Cover:

The picture is of Jack Trameil. It was scanned with the IMG Scanner on an Epson LQ800, saved in degas format then printed with Publishing Partner at 100% size and 50% contrast. The Atari sign was done the same way however, it was reduced to 15% of its original size.

MINUTES OF SEPT 87

MINUTES OF THE 8 SEPTEMBER 1987 AA-AUG MEETING

The minutes of the August meeting were approved as written in the September Newsletter. Treasury wise due to some creative math by Ed and Barbara, we are in the black!

LIBRARY NOTES: Smiley Collins points out that it is rather unfair for one person to continually have to bring all the equipment. If you make use of the libraries (8-bit/ST) give the appropriate librarian a call before library night and ask what you can bring. It doesn't have to be a whole system-- may be just a disk drive. One other request from the librarians-- it is really helpful and a time saver if you bring pre-formatted disks with you. Be sure that they are single density for 8-bits and single-sided for the ST.

BBS NEWS: John Lechmanik is our new SYSOP (luckily for us the board doesn't use any ST equipment! Sorry John!).

With Rick Taylor as his mentor and Gary Leonardo offering helpful (?) hints, John should have no problems.

The highlight of the evening was a demonstration of a brand new semi-relational graphics data base for the ST, **THE INFORMER**, by the program's author, Dick Skraly. The program will be sold by Regent Software for \$99.00 and should be on the market by the time you read this. Dick is no stranger to the ST as he wrote 70% of **HABAVIEW** from Haba and also wrote their program, **MAILROOM**. Dick gave an extremely interesting presentation and freely answered questions concerning the program.

Now to some of the many features offered by **THE INFORMER**:

Accepts data from: **HABAVIEW**, **REGENT BASE** and **DBMAN**. No programming required-- point & click with your mouse. Work with up to 4 databases at one time.. Can have up to 36 columns-- each 255 characters wide. Can handle 2000 records with the 520 ST (512 K). Can handle 10000 records with the 1040 ST or 520 ST/1 meg upgrade. Accepts pictures from **DEGAS**, **NEOCHROME** and video (**COMPUTER EYES**, etc.)

Math functions are available so that you can have a combination database/spreadsheet.

Yes the program is unprotected and can be run from a hard disk. For those interested, but not sure that they want to buy it, there is a **TRIAL PAK** demonstration disk for only \$19.95 and the cost is good toward the purchase of the program. If you are in the market for a new database, this one is definitely worth checking out!

A final note-- Dick says he plans to come back to some of our ST meetings for informal discussions with the ST users-- sounds great to me! Thanks Dick!

Respectfully submitted,

John Mandel

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Message from the SYSOP

New BBS Number:

(714) 986-4860

Well since this is my first article as Sysop of the BBS please bear with me. The BBS has been up and running since Wednesday Night, 9-16-87. There have been several improvements since the BBS was first up. So far user support has been good. In less than one week, I have received 19 new users. However, only about five of these have been club members. So for those of you with modems, dust them off and give the BBS a call.

The new number is 714-986-4860. Since this is your BBS, support it by calling today. You might find the world of Telecommunications a pleasant surprise. We currently have four message bases for posting of things from General news to questions about the ST or XE computers.

For those of you who are new users, you can find out quite a bit about your new ATARI computer by taking advantage of these message bases by asking other users your ATARI questions. After all isn't that why you joined the club in the first place? We are currently working on a project to get a 10 meg Hard Drive for the board. If we can work out this deal, we will have the capacity to put many of the AA-AUG library files on the Hard Drive so you can Download Library files from your own house without having to drive to the Library meetings. Well that's for now.... See ya on the Board.

John Lechmanik

Editorial

First of all I would like to apologize for removing my article from the News Letter last month. I was told at the last minute that ST Applications had bought the article so it no longer was public domain. I have been told that you can read that article in the October or November 87 issue of ST Applications. The moral of the story: Keep writing those articles. You never know what might happen to them.

In discussing that article with the editor it became apparent that the ST still had a long way to go to become seen as a competitive Dest Top Publishing machine.

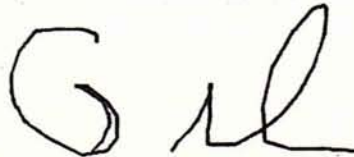
ST Application has given up on waiting for the laser printer and has obtained a IBM XT with J-ram and a HP laser printer. It is a shame that a major Atari magazine is published on an IBM.

Will Atari ever get it's act together. To date the laser printer as well as the Mega ST with the blitter chip are still not out on the street. I am told that the 4-Meg machine will retail for \$2600.00. This is a big price to pay for a machine who still doesn't have a Desk Top Publishing system which is bug free.

It is time for atari owners to make noise. Write atari over and over again.

The second issue which needs to be addressed is the fact that there is no reliable news on the atari BBS.

I would also like to take this opportunity to publicly thank Jay McCarthy for the excellent job he is doing keeping the group together.

A handwritten signature in black ink, appearing to be 'GIL' or similar, written in a cursive style.

IMPROVING YOUR IMAGE

GILBERT A. BUSH M.D.

We have all heard that old adage; One picture is worth a thousand words. Assuming descriptive words are about an average of ten characters long and one picture is worth a thousand words, this means that by putting a picture in your document you would be saving yourself ten thousand keystrokes. (Not bad huh!) Not to mention improving the appearance of your document. However any of you who have tried to print Neochrome or Degas, Degas Elite, or Tiny pictures



with the currently available desktop publishing programs for the ST have realize the inequities of Desk top publishing on the ST.

The purpose of this article is to explore some of the current ways to improve your image (both literally and figuratively), as well as ways to obtain images for printing to improve your

documents, posters, articles, reports, newsletters or flyers. We will also discuss what is ahead for desk top publishing for the ST.

Getting your Image

After you have written your document on your favorite word processor you are ready to find those ideal pictures to compliment the document when you lay it out with your page maker or desk top publishing program. Where do you turn for that picture?

There is five ways of getting those ideal

pictures for your document. The first way is to draw them directly, second is to download then form a BBS, third is to digitalize them from photos or other printed material, forth is to use a snapshot utility to save screens from programs currently used on the ST. And lastly, for those of us who want the standard collection there is always the collection of clip art disk at yo local software dealer. Let's explore each of these in more detail.

The most exacting way to get what you want for those technical document is to draw it yourself. You can use one of the drawing programs which utilizes the mouse or you can use a digitizer board which will allow you draw on a board with a pen almost as if you were using a pen to draw on paper. The cheaper of the two? You guessed it, mouse driven drawing or paint programs.

There are public domain drawing programs, or commercially available programs like Neochrome, Degas, Degas Elite, Paint Pro or better yet Publishing Partner can be used. Publishing Partner happens to be my favorite because on printing diagonal and curved lines don't have that stepped like effect. (see fig. 5) Publishing Partner has it's own toolbox. This will allow free hand drawing as well as K-lines, eclipses, circles and squares. It will allow you to use all the most used fill pattern as well as line sizes and end point styles.

By now all ST owners have a copy of one of the versions of Neochrome, which is a drawing and paint program for the ST. This can also be used to create drawings for your document. However, I must warn you that this program runs in low resolution which translates to poor output on the printed page. The reason is low resolution which is 320 x 200 pix or a combination of 64,000 pixels. When drawings or diagrams in Neochrome are converted to High resolution for printing there is a blocky effect. This is four times that of a picture originally drawn in high

resolution.

Neochrome was released with the ST in the early days in it's unfinished form. At present there is a finished version for sale (NEOCHROME V1.0). This still works only in low resolution.

Your second option is Degas which has become the present standard. Degas works in both monochrome as well as medium and high resolution. Degas is a must at present if you plan to do any desk top publishing. This program will allow you to edit your pictures prior to porting them to Publishing Partner, Typesetter Elite, or Easy-Draw with the supercharger. Both the IMG Scan and Computer Eye's Digital video converter convert pictures to NEO and Degas format. It is easier to edit your high contrast pictures on monochrome which is why I feel Degas is best. Pictures may be converted from neochrome (color) to degas monochrome with Picswi V0.7

If you are artistic, you may find that the mouse is

"The most exacting way to get what you want for those technical documents is to draw it yourself".

not the most conducive way to bring out that artistic flair you have. An alternative to this might be to use a professional graphic tablet. Mitsubishi International Corp. has introduced a board which will give you that pen and paper feel. The GRAFTNET model 01 and 02 has a resolution of 250 lines per inch and stores the pictured in DEGAS format. The board carries a retail price of \$395.00 and \$595.00 respectfully. It is currently available from Michtron or Quantum Microsystems Inc.

The second way of obtaining pictures is to use your modem to obtain them from the BBS. You at present can obtain images stored in DEGAS (PI1-PI3), DEGAS Elite compressed (PC1-PI3), NeoChrome (NEO), Tiny (TNY 1-3), NVision (SCO-2, CLO-2, PGO-2) Amiga IFF low- & med-res (IFF), MacPaint (MAC), Mac Startup screen (MAS), CIS Vidtex hi-res RLE, Atari graphics 8 screen dump (GR8), Atari graphics 9 screen dump (GR9), Atari Koala/Micro Illustrator, (KOA) and Atari MicroPainter (MPT) and convert them to Neochrome or Degas (Mono or Color) format with a utility called PicSwitch v0.7.

PicSwitch is an excellent utility for converting pictures and deserves a review of it's own since it has so many features we do not have time to go into at present. PicSwitch 0.7 is distributed as SHAREWARE. If you find it useful, and I know you will, please be sure and send \$15.00 to it's author to be assured you will be informed of the final version once it is finished.

The third way is to use a scanner to scan the image from a picture (see IMG Scan review this issue) or you may digitize an image using a video camera and a digital converter.

For those of us with little money should look at the scanner from Seymour-Radix. This \$99.00 scanner has the ability to scan at the resolution of your printer. If you have a 24 pin printer it will allow you to scan at 244 dots per inch. The files are stored in IM7 (not IMG) format. The new version of the software released 9/18/87 V1.5 will store pictures in 256k files. The files can be loaded back into the software at anytime to be recalculated. Included on the disk is a utility program which



Fig 1. IMG Scan picture saved in Degas Printed 50% of original size at 60% contrast.

which will allow you load a previously scanned picture and automatically adjust the contrast. There is no way at present to print the file with publishing Partner without changing it into a DEGAS format. However there is a utility on the disk which will allow you to print to a laser printer in postscript. The software is set up so that you may set the picture anywhere on the page, any size. This will allow you to use desk top publishers by putting the paper back in the printer and designing a page with a cut out where the picture is.

Navarone Industries scanner (called the ST SCAN), has a \$1,239.95 price tag for the total package, which includes a Canon IX-12 sheet-feed scanner, cartridge interface to hook up to the ST as well as software. The Navarone scanner has the capabilities of scanning at 300,200,150 or 75 dpi and saving then as DEGAS, NEO, post Script or IMG files. In this format, one 8x10" page will take up 1 meg of memory. You will need an upgrade if you plan to use this format. At present these files are only compatible with Easy-Draw with supercharger. If you have extra money and are interested in such a device you may contact Navarone at 1-800-654-2821.

Computer Eye has a digitalizer which will take a video image and turn it into degas or neochrome pictures. Navarone Industries also has a black and

white digitizer for \$139.00 which will save those images in Degas or Neochrome.

Snapshot is a utility which will allow you to save a screen from a game or utility program in DEGAS format for printing. (see fig 2.) This utility works as a desk accessory. This is invaluable for reviews of software.

Several Improvement Programs

Now that we have that perfect picture lets look at ways of improving it so at the time of printing we will have the highest quality picture to make a good impression.

Atari Image Manager (AIM) is a public domain program which will allow the user to improve Degas or Neochrome pictures.

AIM comes with software which will allow the user to take IMG Scanner files and convert them to AIM files it will allow the user to also take degas files and convert to AIM files for processing.

AIM is set up to load the images then compare the images one to another.

It has the facility to save image A or B. You also have the facility to add images, subtract image

multiply or divide. There is also provisions for Threshold, Equalization, Laplace Gradix. Errosion, dilatation and propration are supported and for all of us Utilities with HBLP.

If you look at fig.7 you will see an example of Laplace. Notice the increase in contrast from Image A compared to image B. At the present time there is on documentation on how the program works on the disk so you are on your own. However, there is a help command which will give you a explanation of each of the included functions.

Tips On Printing

Now that you have that image for your document lets take a look at some ways to get the maximum amount of contrast and clarity from your image.

I have found that the best way to get that high quality look is to start with the largest image possible and then reduce it with publishing partner to fit that space. This means that if you are going to use Degas to draw a picture make it big. If you are using an image scanner, enlarge the image with a photocopier or with the scanning software as large as possible making sure you have the entire picture then reduce it with PP. (see fig. 2).

For those of you, not familiar with the sizing function of PP. Put a picture on your document, any size. Then hit alternate and E simultaneously, a sizing window will drop down. All you have to do is to put the percentage size on the x and y axis. Then hit return. The picture will be sized to than percentage.

Another way to do this is to click on the arrow then click the picture. When you see four small boxes around the picture. Take the pointer and drag the



Fig. 3. Snapshot screen from AIM to show the original picture (IMAGE A) and Laplace inhancement (IMAGE B) Printed at 75 % of original size with 60% contrast.

picture to the appropriate size.

If you use the latter way you will find you will still have to hit alternate E to drop down the sizing window to be sure you have reduced the x and y axis the same amount. If you forget, you can be assured all printed faces will have lost weight or gained weight. (pictures will appear distorted)

You may also adjust the contrast of the picture by dropping the sizing box and entering the contrast you want on the contrast line. It is set at 50% you may adjust it up if you are reducing the picture or down if for enlargement as well as an old ribbon.



Fig 4
Computer Eye
scan. Printed
38% of original
size at 90%
contrast

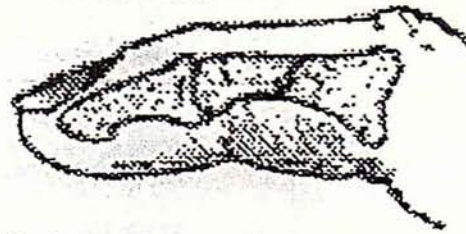


fig 1.

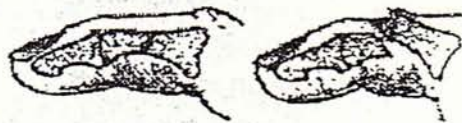
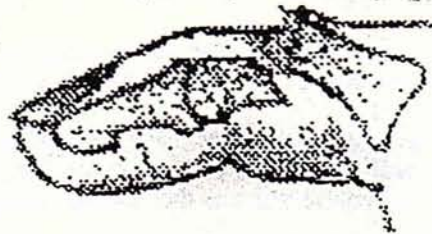


fig 2.



fig 3.

Figure 1, 2 and 3 were scanned with the IMG Scanner in color and saved in DEGAS format. The DEGAS picture was then edited and saved in monochrome loaded into publishing partner and printed in :
fig 1. 100% of the original size and 50% of the contrast.
Fig.2 was 50% of the original size and 60% of the original contrast. Fig 3 was reduced to 30% of the original size and 70% of the contrast.



The Shape Of Things To Come

New Software

Timeworks Desk Top Publisher is slated to be released in November. Timeworks is not saying what kind of picture files will be supported. However, they are saying that the popular formats will be supported. I am not sure what that will mean.

Publishing Partner is working on a new version which is to be out in early 88. Softlogik is not saying which high resolution format will be supported, but they will say GEM format will be one of them. There are also additional features which will be added.

If you and your wallet are ready for 300 dpi picture output Easy-Draw Supercharger is your only choice at present. If you have Easy Draw all you have to do is to send your program disk back to Migraph Inc. with \$52.00 and the Supercharger will be added to your disk.

The Supercharger will allow you to load IMG files from the Navarone scanner into your document. Be warned this is memory intensive and you are advised to have an upgrade.

Scanners

For those of us with little money should look at the scanner from Seymour-Radix. This \$99.00 scanner has the ability to scan at the resolution of your printer. If you have a 24 pin printer it will allow you to scan at 244 dots per inch. The files are stored in IM7 (not IMG) format. The new version of the software released 2/18/87 V1.5 will store pictures in 256k files. The files can be loaded into the software at anytime to be recalculated. There is no way at present to print the file with publishing Partner without changing it into a DEGAS format. However there is a utility on the disk which will allow you to print to a laser printer in

postscript. The software is set up so that you may set the picture anywhere on the page, any size. This will allow you to use desk top publishers by putting the paper back in the printer and designing a page with a cut out where the picture is.

Navarone Industries scanner (called the ST SCAN) (see above).

CD ROM

In April 87 there appeared an article in ST User about a company called British Uniaxial Lasers LTD. in South Wales. who has announced an affordable read/write laser disc system. What the company has done is to fit a standard audio disc player with a low powered variable emission polarised laser. This writes to a disc which has a coat of fine liquid crystal-derived chemical.

The CD Player has the ability to store 500 terabytes of information as well as down-load 10 megabytes per second. In April they were speculating it would be out on the streets by end of 87 with a cost of about \$400.00 We will just have to see.

Think of what this will mean to desk top publishing. You will be able to keep large collections of pictures on file for just about any purpose (and GEM or IMG files at that which can take up to 1 megabyte each).

Laser printers

Atari announced their laser printer over a year ago however, to date we have not seen it. From a conversation with Bill Petry publisher of ST Applications. Many people are turning to the Laserline 6 from Okidata, which has been seen around for as little as \$1,300.00 This has Hewlett Packard Laser Jet 2 emulation as well as 15 resident fonts.

Hewlett Packard Laser Jet 2 is also a good choice since it's price has also come down. At the present time they are going for about \$1,700.00.

The nice thing about both of these laser printers is that they will work with a number of computers, not just the Atari ST. If you think you might one day change computers, this is the one for you.

Optical code recognition

Optical code recognition are devices which are capable of reading typed pages and turning them directly into ASCII code.

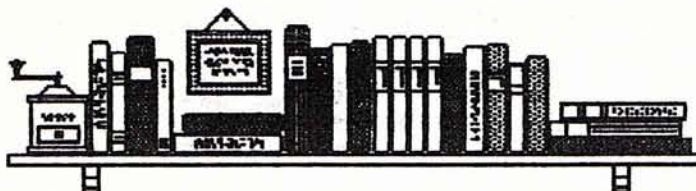
There are several units around for the IBM and Mac, Some as cheap as \$179.00. To date I am aware of none available for the ST. If anyone knows of any I would like to know.

GEM format IM? format

If you were considering the IMG Scan from Seymour-Radix but want high resolution output. Wait. Migragh has just given them a development package which hopefully will aid them in developing a GEM format. At present they have a IMG format. This is a misnomer. This file is 256,000 bites in high resolution and is not a real IMG of GEM file. At present it is compatible with nothing but IMG Scan and IMG Scan has no printing facility.

Computer Eye

Digital Vision Inc.
14 Oak Street Suit II
Neeham MA 02192
(617) 444-9040



IMG Scanner

Seymour-Radix
P.O. Box 166055
Irving, TX 75016
(214) 255-7490

Publishing Partner

Softlogik Corp.
4129 Old Baumgartner
St. Louis, MO 63129
314) 894-8608

PicSwitch V0.7 (Shareware)

John Brochu (\$15.00 donation)
Advanced Software
21 Northend Street
Peabody, MA 01960

Eazy-Draw

Migragh Inc.
720 S. 333 ST (201)
Federal Way, WA 98003

GLENDALE ATARI FAIR

Well for those of you out there who wanted to go to the Glendale Atair Fair and didn't, but did go last year, you didn't really miss too much. There was of course Gobs of NEW software as aspected, along with all the ST's. There was every computer from the 400 to the MEGA's on display and or for sale. I did see a few new items which were INDUS's new D/S, D/D Atair drives. They were no better than ATARI's SF 314, but had a new smaller look in a black case, along with the traditional lighted front. Price was about

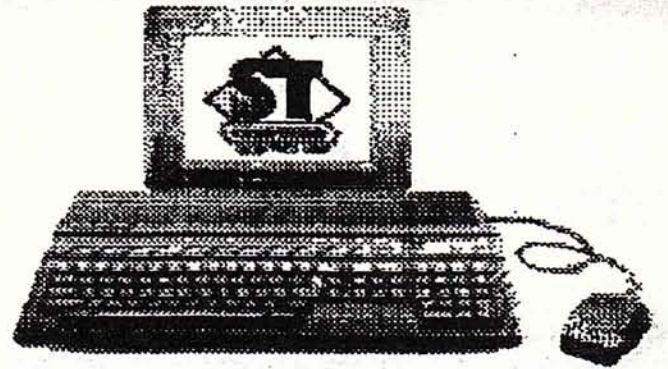
\$235.00 for this drive. Also Atari had there answer to the Nintendo gun blast TOY game. The Mina Mase was on display along with all the MIDI music set up's. Disks, chips, drives ,computers, accessories, and the similar items were all there.

The makers of mointer master is coming out with a mouse master, what this does is let you switch between mouse and joystick by switching a button. No price was given but I would guess around \$20.00. I however did pick up a mouse extender, this is a 6 inch cord

that plugs into the mouse port with the end of it a female plug which fits the mouse plug. I found this to be very easy to change from joystick to mouse on my 1040 ST. I very rarely switch them anyway because I hate to lift up the ST for that along with the close corders they give you to fit the plug into. The price was only \$5.95, a bargain for the ease. I recommend this to all 1040 users.

Well that was about it, oh there was the normal \$5.00 entrance fee and of course the FAMOUS ATARI FAIR snack bar.

ST NEWS



Current STatus (by Jay McCarthy)

Looks like a Ferrari, Drives like a Rolls, Parks like a Beetle

Well if you remember those words you must know what I'm talking about. The Indus GT was a sleek looking Atari disk drive that offered state of the art in disk drives for an 8-bit computer well now they've made me happy by introducing the GTS-100 which is a 3 1/2 inch double sided 720k disk drive for the ST. It is small and sleek looking, with the familiar LED, telling you what track your on.

I always wanted an Indus but when I was searching for a drive they were around \$500.00. I instead settled with the hollow feeling of buying something else, but luckily history has a way of repeating itself. The drive retails for \$279.95 but is discounted among dealers. Well enough with the cosmetics, lets see some results.

HEIGHT x WIDTH (overall) x DEPTH (overall):

2.125" x 4.125" x 8.125"

DATA TRANSFER RATE:

250 KBITS/SEC

FAST HEAD POSITIONING TIME:

3 ms Tk to Tk

ROTATIONAL SPEED:

300 RPM (nominal)

My tests:

Twister bytes (Double sided 80 tracks)
807936 (normal)

OSS formatter (Double sided 82 tracks)
828416 (normal)

Compute formatter (double sided 83 tracks)
838656 (normal)

I also ran it on heavily protected software such as:

Gridiron, Barbarians, Starglider, etc.

Endurance:

Well I think the longest it has ran is 12 hrs straight slide show demo. No heat problems were observed.

Problem:

So far the only problem I have encountered is that you must use their I/O cable as it is more RF shielded and if you use Atari's cable you shall interfere with various TV's around the house.

New BBS Number

(714) 986-4860

REVIEW:

HARD DISK
TOOLKITby
Jim Klein

I had really been worried! I bought the Supra (hard disk) back in February. The horror stories of other who had never backed-up their hard disks made me uneasy. I was ready to get a backup program that had been reviewed in one major publication until I came to a club meeting and a member described how it had "fried" his brother's drive (also a Supra). That was enough to make me procrastinate for another four months. The last straw was a close call when I lost 3 hours of work updating this humongous spread-sheet. I ran (drove quickly) to my friendly computer dealer and one of two hard disk backup programs currently in stock, returning home with HARD DISK TOOLKIT from Beckmeyer Development Tools.

Did I get the "right one"? Well, the package was just thick enough to contain a disk and the manual totaled 7 pages cover-to-cover. I was skeptical. The first encouraging sign in the "Getting Started" section advised "Be sure to make a working copy". At least it wasn't copy-protected -- which is a real benefit to the consumer.

To my amazement, the fully GEM-based program performed flawlessly every action that I expected -- and some nice additional features such as: 1) the program has its own compaction routine which saves considerably on the number of back-up disks required.

2) It indicates prior to beginning the backup how many disks will be required. If formatted disks are not available, autoformat can be selected to do the formatting while backing-up data. 3) Write Verify is the normal mode to assure data integrity, but the user has the choice of toggling this feature "off" in exchange for faster speed. 4) An Incremental back-up option speeds subsequent back-up sessions by only selecting files which are new or modified since the last backup. 5) The user may also choose to back-up a specified folder or an entire folder Tree. It's all so intuitive that a user, not familiar with the program should be able to use it without taking a moment to read the concise manual.

Each partition is considered to be a separate disk, just as is the case on the GEM desktop. Six disks were enough for all four partitions and the actual elapsed time from opening the package to completed backup was about 30 minutes. A cautious approach to the learning cycle took most of the time.

I've not used any other back-up program for comparison. I don't really need to. This one does all I need including backup and/or restoration of a single file if necessary. Did I get the "right one"? Well, I

found an adequate program that's simple enough to use and fast enough to make regular backup easy to include in my routine, so -- "Yes". And, I'm sleeping better, too.



F-15 Strike Eagle

So you want to be a jet pilot, but can't figure out which game you would rather fly? Well flyboy then just sit back at your monitor and I will help lead you in the right direction.

First of all, I have most of my experience with the ST. However, I have spent many hours behind the stick of a 8-bit F-15 Strike Eagle. First we will start with the F-15 Strike Eagle. By far this is my favorite game. Unfortunately I have yet to try the ST version. The 8-bit version has 8 missions that you can fly. First of all you ask, what does the F-15 have? Well how about complete control of speed, 4 levels of control (ie Rookie, Pilot, Ace, etc), 1000 rounds of cannon fire in the G-Pod, 4 short range heat seeking missiles, 4 radar homing missiles, chaff flares, and complete radar jamming devices. There is one flaw, you can't fire more than one missile at a time. However you can fire all of the rounds that you want. Oh yes, I forgot you also have some bombs, however I can't remember if it is 4 or 6. There are also six (count'em 6) missions you can fly on all four of the skill levels. Well without going into too much detail these missions always end with the bombing of one or more major targets. Some of the missions include trying to avoid SAM missile sites some of which shoot heat seekers, other shoot radar homing missiles. Also some of the missions include trying to outdo enemy MIG's. My favorite mission (which I never completed) was the night mission (at Pilot Level) over Hanoi. In this mission you had two enemy targets deep in enemy territory and the MIG's came up after you in pairs.

Usually this took at least 3 refuels and eventually there were four MIG's on my tail. This resulted in my quick demise. For those of you with XE's and XL's I can't recommend this game highly enough. I understand it is out for the ST but I have yet to see it in any stores.

For those of you with ST's (myself included) seems we have three choices of Harriers and one choice of a generic jet. The last, SKYFOX, by Electronic Arts, is a rather simple jet game where you either fight tanks, jets, or tanks and jets. There are more levels to this than I care to count. However none of the levels

felt that challenging to me. For those of you who want a simple arcade type game, then this is your game.

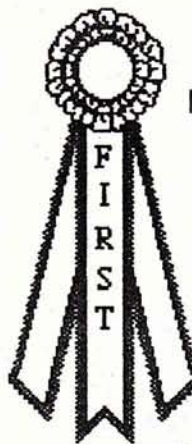
The next game is Harrier Strike Mission, this is in my opinion the worst ST jet combat game I have ever seen. This game pales next to the F-15 Strike Eagle. It uses the old 3D frame graphics to display targets, and surrounding objects.

The weapons are another matter. These are great, no matter how far away you are from the target, you can score a hit with these. With guns like these we would never lost the war in Vietnam. Since I am not at all impressed with this game I will move over to the other ST Harrier games.

Personally I can find no difference in High Roller or Harrier Strike Force. I was getting ready to purchase High Roller till I saw a individual playing this game at the ATARI fair. It was exactly the same as Harrier Strike Force. This game on the other hand looks fairly good. You have a limited amount of ammo in the G-pod, 2 heat sinking missiles, and 3 bombs. With these in hand prepare to do battle with the enemy jets and land targets. The land targets are hard to spot until they are shooting at you. By this time it is too late and you are already dead. But then again maybe you Jet jockeys might be better at this than me.

The air to air combat however is another thing. With a missile lock it is much more fun to lock in on these enemy jets. However remember you do have a limited amount of cannon fire, and only 2 missiles. Remember in this game to lead your target. Well this should start you on your way to being your own Top Gun, next month we will find another game to pick on.

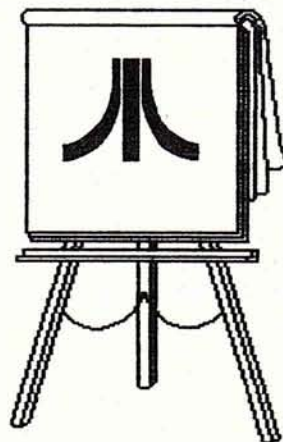
John Lechmanik



The Blitter Chip

The blitter chip is working and is in the pre-production Mega ST's.

The AMY chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast.



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SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago.

The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were besieged by musidealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh!

The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"


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*****
* PROGRAM: AWARDWARE *
* *
* PUBLISHED BY: HI TECH EXPRESSIONS, INC. *
* 1700 N.W. 65 AVENUE, SUITE 9 *
* PLANTATION, FLORIDA 33313 *
* PH# (305) 584-6386 *
* *
* PRICE: $14.95 LIST ($9.99 TO $12.99 RETAIL) *
* *
* SUMMERY: EXCELLENT APPLICATION PROGRAM AT A VERY *
* REASONABLE PRICE. *
* *
* SYSTEM: ATARI 800 AND XL/XE COMPUTER *
* ONE OR TWO DISK DRIVES *
* COMPATIBLE PRINTER *
* *
* COPY PROTECTION: NONE *
* *
*****
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MINI-REVIEW

By: Patrick Terrisse

Awardware, by Hi Tech Expressions, is an application program that will print certificates, ribbons, awards, licenses and a variety of other announcements and stationary. The program will also create an award disk that can be sent to a friend (provided your friend has an Atari computer). I found the instructions to be a little confusing but, the menu driven program was very easy to use. Before printing any of the awards you have to configure the program to the particular printer that you are using. The program has a large number of printer drivers covering all major printers. (Owners of the Atari XM801 printer will need the XM801 translator from Xent Software). After configuring the program you are ready to construct an award. To construct an award you first choose one of over fifty available templates illustrated in the manual. After the template is selected you can choose from wide range of graphics, borders, seals and text styles. Within fifteen minutes I was able to create diplomas for our church preschool. I'am was really impressed with the usefulness, quality and price of this program. High-Tech Expressions is even offering a free graphics disk with over fifty additional borders and graphics.

ATARI COMDEX

BY GILBERT BUSH

UPDATE

As always, Atari was a show stopper at COMDEX with it's introduction of several new products. The Atari area of the COMDEX floor was again, standing room only. The area with the most excitement was the area around Atari's transputer, Atari's new technology.

ABAAQ

ABAAQ or the transputer made it's debut at COMDEX. Up and running the bouncing ball in color with 1280 x 960 (4bit /pixel) 4096 colors in graphic mode one. The clarity at this resolution is like a photo. Atari feels this is an excellent resolution for desktop publishing, engineering drawing, film and television special effects. (Amega eat your heart out) The ABAAQ also has a 1024 X 786 (8 bit/pixel) color mode. This would be an excellent mode for CAD type work. The third mode is a 640 x 480 (8 bit/pixel) two screen mode. This is also perfect for animation work. The last mode is a 512 x 480 32 bit/pixel 24 bit true color mode. This mode will give true color in all 4 million shades.

The transputer, which is based on the T414 Inmos chip which is a parallel processing chip with reduced instruction set. At present, it is the second fastest chip (the T800 by Inmos being the first). The ABAAQ runs 10 times faster than the PC/AT and more than 4 times faster than the 68020 with math coprocessor.

This speed is because transputers are complete computers on a chip. They contain a cpu with reduced instruction set as well as ram. They have the ability to do calculations at the same time they are taking data in and out of the data bus. This ability to communicate through simplified data buses allows you to connect up to 100 or more transputer chips together to share the work.

Of course the ABAAQ does not have 100 transputers chips but it is built to be expandable. It will come with three internal expansion cards. These expansion cards may contain up to 64 megabytes of addressable DRAM, or Special graphic cards or additional transputers for up to 130MIPS or about 20Mflops in a desktop publishing package.

At present the system will be using the HELIOS multi-processor, multi-user operating system. A C-compiler is under development at present.

As always a firm price has not been set but I am told the price will be around \$5,000.00

CD-ROM

Atari unveiled its new CD player capable of reading CD-ROM disks and of playing the common stereo musical CD disks. The CD-ROM is supported by a

Mega and ST-compatible DMA interface. The CD-ROM is capable of storage of 540 megabytes of data. It can be used to store up to 200,000 pages or printed material or eight hours of spoken words in moderate fidelity and one hour in stereo. The CD-ROM will retail in early 1988 for under \$599.00.

NETBIOS

Atari's connectivity answer is a LAN which is incompatible with the NETBIOS standard used by IBM and Novell. It communicates data at 1 megabits-per-second to PC's and over 250K bits-per-second over Appletalk. Atari is planning to manufacture "PromiseLAN" adapters for the Mega, ST, and PC computer lines.

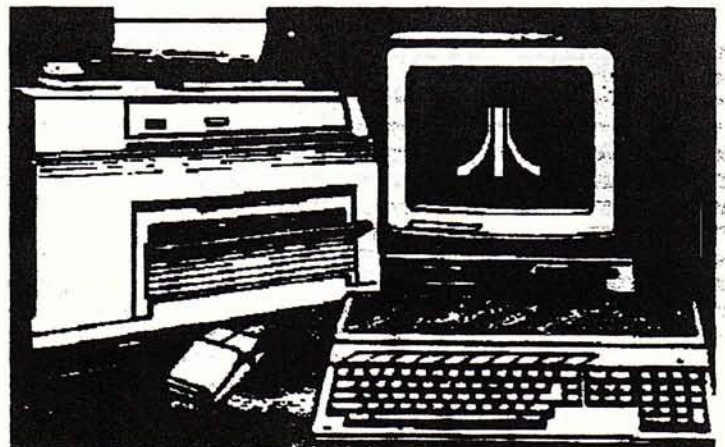
MEGA FILE 20, MEGA FILE 40

Atari showed it's new line of hard disk drives. There were two shown. The Mega File 20 which is a 20 megabit hard disk drive in a case the same size as the CPU on the Mega ST. The Mega File 40 is the 40 megabyte version of the hard disk drive.

Atari laser printer SLM 804

Most software developers at the show were using the Atari SLM 804 laser printer, however I could not get a straight answer if this was the final version.

The printer displayed, had the capability of 300 dip on 8-1/2 X 11 and 8-1/2 X 17 paper. Printer speed is said to be eight pages per minute. The printer is said to be a dumb printer, in other words it has no memory. You will need a Mega 2 or Mega 4 if you plan to use the Atari Laser



Printer. The Image is formed in the Mega ST in a bit mapped form and then dumped to the printer similar the the J ram for the IBM.

I noticed all the printers at the show had a interface box attached to them. This is because the printer attaches to your DMA port. So if you plan to attach your hard drive you will need a place to attach it. The print quality on the laser printer was excellent.

PC2 and the PC4

Atari expanded its PC-compatible offerings by adding two new models, The PC2 (PC XT compatible) and PC4 (PC AT compatible), both with EGAgraphics, high clock speeds, and low price tags. A variation of the PC3 will operate in VGA graphics mode as well. The PC2 and PC4 will be offered with 3.5" or 5.25" floppy disks and with hard disks. These new models join the PC1, which at \$799 is a basic 512K PC XT compatible, suitable for use as a LAN workstation and for standalone personal computing. The PC2 includes XT-compatible slots, while the PC4's slots are PC AT compatible.

PUBLISHING PARTNER PROFESSIONAL

Softlogik Corp. makers of Publishing Partner announced a price reduction in Publishing Partner from \$149.95 to \$89.95. This was to make way for their new top of the line product Publishing Partner Professional. For those of you who have sent in their registration card may get the update for \$50.00 from Softlogik.

Up and running at the COMDEX with the Atari Laser Printer was this new enhanced version. (No crashes noticed, smile)

There has been 100 new features added to this version. Some of the improvements are auto text flow around graphics. This is one of the features which separate the men from the boys in Desk top publishing. Auto text flow around object will allow users to just plop down pictures. For those of you who have used publishing partner in the past know that setting up your text around a picture requires about ten minutes of formatting time. A text or graphic rotation command in one degree increments has also been added to allow the user to twist and slant text or graphic for special effects. A command has been added to allow you to mix point size in the same letter.

For example you will be able to print a letter 10 points high and 15 points wide. Auto hyphenation, auto kerning, reordering of pages as well direct import of formatted text from First Word, Word Perfect and Word Writer files have also been added. Zoom command, Make Capitalized command, the ability to lock and unlock objects on the page as well as six more fonts.

The most professional feature of all is the import of graphics from Degas Compressed as well as the IMG picture format. The IMG format, is the format in which pictures are in 300 dpi. Pictures in this format printed on a laser printer are astonishing and put Publishing Partner up there with the best of them. This format will become the standard for desk top publishing on the Atari ST.

There are printer drivers for 9,18 and 24 pin dot matrix printers as well as Postscript, Hewlett Packard LaserJet= Laserjet series II and of course the SLM 804 Atari Laser Printer.

Eighty additional features not covered here, have been added. One important feature which I forgot to inquire about was support of the blitter chip. I am unsure if the new version supports the blitter chip. Only time will tell.

I was impressed with Publishing Partner so you know I am impressed with Publishing Partner Professional. For those of you not impressed you will have to get your copy next quarter and I know you will appreciate all the improvements.

TIMWORKS DESK TOP PUBLISHING PROGRAM

Timeworks was showing a desk top publishing program which they tell me is in beta testing at the moment. The program has all the usual features of the desk top publishing program including direct import of formatted text, and the ability to handle IMG formatted pictures, as well as Degas, Tiny and Neochrome.

ATARI DESKSET

This is a new Desk Top Publishing program from G.O. Graphics, Inc. who is one of the leading PC-based typesetting software suppliers. This is a real professional program and has the ability to have the files sent to one of the 24,000 compugraphic typesetting machines in the U.S. The program is identical to PC-DOS version so if your files are on a 3-1/2" disk printed to disk with the PC-DOS version they can be printed on a Mega with an Atari Laser Printer.

From the demonstration given, the program looks a bit difficult to use however this may be offset by the excellent printing by the SLM 804. Price is not firm and the fonts have to be purchased separately.

CLAMUS

If all this is not enough ISD Marketing was showing off CLAMUS a powerful professional desktop publishing program for the Mega ST. It has all the usual features of the desk top publishing programs with a few new ones of its own.

The program has the ability to generate what you see is what you get, down to your printer's resolution. If you are using a laser printer this will be 300dpi. You are allowed to edit at 300 dpi or zoom to a lower power.

Other important features are built in font editor using Bezier curves, color separation and integrated paint program. The program also provides interfaces for direct input from scanner/Digitizer.

The price of this package is \$349.95 U.S. and it is slated to be released the first quarter of 88. From the looks of things at the show I have the feeling it will be longer. However it might be worth the wait since it appears to have an output as good as the Atari Desk program which I thought had the best output.

MINUTES OF THE 13 OCTOBER 1987 AA-AUG MEETING

The minutes of the September meeting were approved as written and uploaded to the AA-AUG BBS. As I'm sure that you are aware by now the Newsletter was not printed in October due to extenuating circumstances beyond our control-- there was some confusion as to who was actually going to put the Newsletter together and as a consequence none was printed. Hopefully, this problem has been resolved and you are reading this in the November Newsletter and not from the bulletin board. NOTE: I will try to send a copy of the minutes to the bulletin board each month-- usually a couple of weeks before the next meeting. I'm not sure where our fearless sysop will post it. I send the copy in ASCII so no one should have a problem printing out a copy regardless of what word processor you use.

Barbara Ling reported that the treasury is "in the black".

John Lechmanik, our sysop, reported that the board is now running with a 10 MEG (million bytes) hard drive and controller which has a 256 K buffer.

The controller was purchased at a price of over \$200 by John at his own expense. John stated that he was willing to donate it to the club if he could get back just \$100 of the cost. After some discussion, this expenditure was overwhelmingly approved by the members present. It was noted that if anyone who regularly used the bulletin board wanted to help John out with the balance he wouldn't object.

Now that we have a significant amount of file storage space for the bulletin board, you will find quite a few files (both 8-bit and ST) available for your downloading. Also if you have any good public domain files you want to share please upload them to the board.

LIBRARY NOTES:

8-BIT: Smiley Collins reported that he has a few new utilities for you.

ST: Henry Vanderbeck stated that he has some interesting new spreadsheet, ram disk, data base and calculator files now available.

Jay McCarthy reported that the new Mega ST is finally out and can be seen at Computer Haven. However, software that can take advantage of the expanded memory and the new blitter chip does not seem to be available yet. Jay reported that he tried several ram disk and word processor programs and none appeared to recognize over 999 K. Let's hope this is just a minor inconvenience until the programmers catch up with the Megs. The blitter chip did not seem to speed up any programs that Jay tried-- again the programs are behind the hardware. Jay said a Mega ST with 4 MEGS and a color monitor will cost around \$2600. Is it worth it???

The high light of the evening was the appearance of our illustrious former president, Juan Valdes. You say you wonder where he has been low all these many months? Well maybe you haven't wondered or really cared, but he has been busy programming

in the "C" language! The first fruits of his labor is a lottery number picking program. Although we couldn't view the program due to lack equipment, Juan extolled the virtues of the program for the next 2 hours (at the meeting and at Coco's)! It did sound interesting and Juan said the programming experience really helped him learn "C". He does plan to market the program for both the ST and the IBM PC at a retail price of \$28.95-- good luck Juan!

Respectfully submitted,

John Mandel
Secretary

BBS UP DATE VERSION 3

Ok, this makes version 3 for the BBS update in less than one year. As some of you know Rick Taylor had to step down as SYSOP due to personal reasons. So Ed asked at the last meeting if there was any volunteers for this thank-less job, out pop the Brave hand of John Lechmanik, willing to take on the task of the BBS. Ed then ask me If I wanted to stay on as the assistant SYSOP, after John got the job I knew I had too, just kidding (Johnny). Well in just a few days John has the board up and running very nicely to many callers surprise

One item that left the club board when Rick quit was his 256 K Ramdisk that was built into his XL. Well a BBS without a RAM DISK runs so very slow, knowing this John decided to upgrade the BBS. Out of his own pocket , HOPEFULLY waiting to see if the club would reimburse him for the costs, Purchase a 256 K Ramdisk Interface. This not only gives us a Ramdisk, but also eliminate's the need for the 850 interface we now have, also this Ramdisk is a must for the potential 10 meg hard drive we are trying to get for the BBS, which looks very hopeful. Well the BBS is up and running great, we have 4 message base, download section, etc. We could use a little more support from you eight bitters. Come on and call today, AUG members get more time on the system along with better access, so be sure to tell John if you are one of them. Well that concludes this update for now, fill free to give me a call if you have a any problems logging on or using the system in anyway. I can do some things Remote Sysop mode, but Only John can give you access and your time limit. (so be nice to him).

Take care
Gary Leonardo

The New phone number is 986-4860
Running the BBS Express Version 1.0

FINALLY....



by Jim Woodward

The SUNATARI '87 show is on! November 21st & 22nd are the dates and the Royce Hotel is the place. SUNATARI '87 is the only "ATARI Expo" being held in the Southeastern U.S. this year. We want it to be the best one yet!

The show committee (Jim Woodward, Al Tressel, Ken White, Victor Abreu, Don Mercer, etc.) has been working very hard to put the pieces together, and the hard work is paying off. As you can see, the last month has been very busy. Here is a rundown on what has happened, and what will be happening.

The first thing was to find a suitable site. After lots of phone calls, visits and negotiating, the Royce Hotel was chosen. It is right next to the airport and made what turned out to be the best offer.

Then, we started working on the various forms that had to be done for the vendors that will be contacted to attend the show. Contracts had to be made up, as well as booth reservation sheets, letters to other User Groups, the floor plan had to be drawn up, envelopes stuffed and addressed. As you can tell, lots of hard work.

As you can tell, we have an official show logo. Local artist Mark Cantrell, a long time club member, provided us with the logo, based on an idea by Ken White. Randy Wrenn converted it into a Degas Elite file so we can use it in the newsletter and on forms. The logo presents the "Florida in the Winter" look. The logo will also be used on t-shirts and hats that you will be able to purchase before and at the show. This logo is also being distributed via Bulletin Boards across the country. It is just that good.

User groups through out the Southeast have been contacted so that their members will have plenty of notice to attend the show and be able to purchase discount tickets. The committee hopes that these groups will be able to attend and enjoy the show. Advertisements, similar to the one in this issue, have also been sent to these groups to let the readers of those newsletters know about the show.

ATARI Corporation will be there. There will be five representatives of the company there to demo the latest in software and hardware. We don't know what will be shown, but then, if we told you, it would spoil the surprise. Other companies that we are hoping to have attend the show are ICD, Hybrid Arts, Avante Garde, and many other ATARI supporters. By the time you read this, the vendors will have been contacted and reservations will be being made. To see what companies will be attending, as well as the latest news and information concerning the show, call the Club BBS and check the Bulletins file. We will keep you up-to-date on happenings as we go along. So far, the only other companies who have signed contracts are Carina Software Services (Jupiter, FL) and The Computer Room (Ft. Lauderdale, FL). Check the BBS and attend the meetings

and get involved. This is going to be the biggest ATARI happening this year!

Special thanks go to those who have contributed so far: Al Tressel, Ken White, Don Mercer, Victor Abreu, Mark Cantrell, Randy Wrenn, Brett Cramer, Jerry Horanoff and Sandi Austin at Atari and Robert Summerville, Director of Sales at the Royce Hotel. We would also like those companies who have helped so far: NEC for the P6 Pinwriter, Softlogic for Publishing Partner, Generic Software for First Cadd, Atari Corporation for their cooperation, Bob's Quick Print in Delray Beach for doing a superb job in making the copies of all the forms in the vendor and user group packages in a very short time. Special thanks to Ken White who created the forms.

DON'T JUST COMPLAIN! TRY WRITING!

by Walter Williams

How many of you have gone to a software store and seen a title that you wanted but was for some other computer? Some of you might say to yourself, "Darn, I should have gotten that brand of computer." Most of you probably say, (half-heartedly), "Oh well, maybe it will come out for my Atari." I say, "If you see something that you want, WRITE THE SOFTWARE COMPANY!!!"

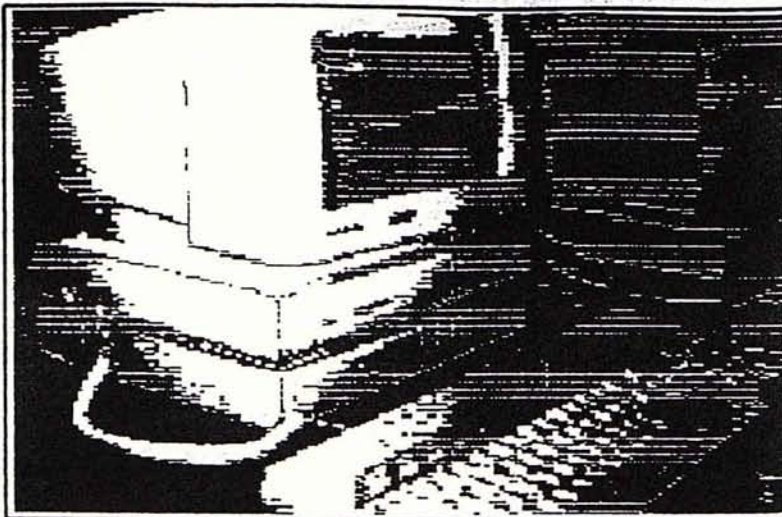
Most companies will be more than happy to read your letters. Out of six companies that I have written, five responded. I wrote Springboard concerning "Newsroom" for the 8-bit. The reply was a form letter saying that it wasn't available for my system and that they didn't plan to make a version. A letter to SubLogic asking for Jet only brought copies of their product info forms. As a reply from Data East, I was sent a form letter with a REAL signature on it regretfully telling me that they had no plans of releasing any titles for the Atari 8-bit. From MicroProse, I received a letter telling me that, since most Atari users were using machines with less than 64K, they weren't going to make an Atari 8-bit version of "Gunship". (More on that at a later date).

The people at Suncom were very willing to please me. I had informed them that the "Iconcontroller", a miniature joystick, wouldn't work on the XE or ST because of the limited reach of the plug into the socket. I asked them to make a version specifically for the ST/XE. They said that they would look into the design shortcomings and keep me informed. That sounds good to me.

So if you want good software, write to the publishers and politely ask for some. Most will consider it at least. (EDITOR'S NOTE: Since the time that Walter received the reply to his request, Springboard has apparently relented and WILL be issuing a version of "Newsroom" for the 8-bits. The reason? A large number of letters from Atari owners requesting the program....so it DOES work...)

(OTHER EDITOR'S NOTE: Just before press time, Walter received a letter from the President of Suncom.) We received your recent letter commenting on the fit problem of the IconTroller with Atari computers. The fit problem on the Atari joystick port was a tooling error. As soon as the product is back in production I will send you a corrected version. This process may take up to 90 days.

(FINAL EDITOR'S NOTE: It has often been stated in this newsletter and in the major Atari magazines that companies do want to hear from you, and that they do listen to your comments. It only takes the time to write a letter, address the envelope and put a stamp on it. So take the time every now and then, it does work!)*



ST NOTES

FROM THOUGHT TO PAGE: DESKTOP PUBLISHING DEMYSTIFIED PT. II

by Ken White

(Editor's Note: In the last issue of the Pokey Press, we took a look at the basics of desktop publishing....what it is, what you can do with it, and whether you need to do ANYTHING with it. This month, we continue in a similar vein, examining the very important subject of page layout and design, in this case with the relatively simple layout of an advertisement...)

So you've decided that you really do need desktop publishing in your life, eh? (If you don't, this is all pretty pointless, wouldn't you think? Maybe you should go watch TV for a while...). Great! Glad to hear it. So what do you want to publish?

That's okay. Don't bother answering. Talking back to a piece of paper would probably be very embarrassing and demeaning to you anyway.

By way of explanation, let me add that I'm asking because the WHAT is very, very important when you sit down in front of your computer and boot up your favorite desktop publishing program.

Let's say, for example, that you're laying out an advertisement that'll be run in your local newspaper. Obviously, the first thing you're going to want to do is decide what you're selling (that may sound somewhat simplistic and condescending, but I've sold and designed ads in the past and it's frightening how many people DON'T have any idea of what they plan to sell. They want an ad, but when you ask them what kind of ad they would like, it's "Gee, I dunno. What do YOU think I should do?").

The WHAT that you're trying to sell should be the focal point of the ad that you're designing. You're going to want to make the reader's eyes fall on your ad long enough for the information to sink in. So the ad has to be attractive, it's got to be clear (otherwise the reader won't know what the hell you're trying to sell), and most importantly, it's got to stand out. There should be nothing subtle in advertising, print or otherwise. If ya want art, go to a Kurasawa film (no, I'm not going to start that stuff again...).

But how to make the ad stand out? You could, of course, staple a five dollar bill to each copy of the publication. That would certainly make your ad "stand out". Hardly practical, though. Let's face it you're gonna have to do something WITH the ad, using the tools at your disposal, to make it effective. What the ad says, of course,

is important. But HOW it says it is equally important. Perhaps even MORE important.

In a print advertisement, your tools are text and graphics. What does a desktop publishing program do? It combines text and graphics into a (hopefully) pleasing display, both on your screen and on the printed page. Hal! You thought this was going to be some dumb dissertation on advertising theory or something. So you sit down with your desktop publishing program booted up and you get to work. Whadda ya do? First of all, turn it off. That's correct. Off. Hey, would I tell you to do something bad? Of course not. SO TURN IT OFF! NOW!

Fine. Now that we're all calm again, let's think a bit. Let's gather our hordes around us, much like Genghis Khan did in the good old days, and plan our strategy. As Uncle Jack Tramiel says, "Business is war", and your advertisement is the first salvo. (Okay, so the military metaphor is starting to wear a little thin. allow me to get out of it gracefully, if you please...).

Presumably you already know what your ad will be selling (if not, back up a half a dozen paragraphs...), so begin by planning the ad AROUND that product. If you've got a graphic (picture, drawing, photograph) of the product, it should be prominently featured. Your desktop publishing program should give you the ability to import (bring in) graphics from an art program of some sort. Many desktop publishing programs have rudimentary art capabilities (if you can call it art...); for example, Publishing Partner allows you to draw lines, squares, circles, various other geometric shapes, and even allows some "freehand" drawing. This is okay for a quick box with some copy in it, or a circle around a picture. But you're hardly gonna duplicate the ceiling of the Sistine Chapel with a few shapes and some quick freehand drawing with a mouse, if ya know what I mean...

So, you need to be able to import graphics. With Publishing Partner, this includes Neochrome pictures, Degas and Degas Elite pictures, and pictures in Tiny format. The greater the number of formats available to

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ST PRODUCT REVIEWS

STAR TREK: THE GAME

IS THIS LONG-AWAITED GAME THE "SOFTWARE OF THE 90'S" ?

(Editor's note: We're running one of our rare reprints this issue (especially rare since it's a game review, instead of some kind of technical article that we're too stupid to write ourselves...) for one very important reason - the game described here, though unreleased in this country, has been widely seen by just about EVERYBODY who has an ST. How so, you ask...

Bootlegging, old pal...this program has been so widely bootlegged that many people, including editors or various Atari newsletters across the country, are convinced that it's already been released here. I've even seen reviews (and reprints of reviews) of the BOOTLEGGED version in various club newsletters.

Of course, this has undoubtedly been a bit disconcerting to to programmers at Beyond Software, reading reviews of their program (however favorable) BEFORE it's even been released in the U.S. And, according to one columnist in The Atari Journal (out of Miami, FL), the heavy bootlegging has given Simon and Shuster, who will be marketing the game in this country, the idea that it may be pointless to even bring it out here. Hey, if everybody's already got it...

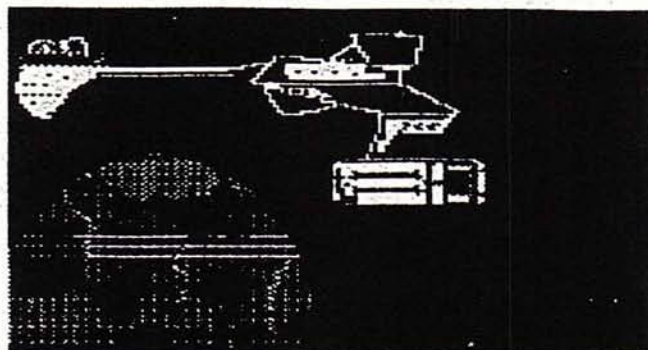
I, personally, have seen a copy of this game, and I have my own opinions about it. And when it's OFFICIALLY released in the U.S.A., I may even review it. The game HAS been officially released in Europe, and Brett Cramer, at The Computer Room in Ft. Lauderdale, has already ordered some copies of the European release to sell to those eagerly awaiting the release version.

But until we at the Pokey Press are able to get our hands on a legal, release copy of STAR TREK, we'll have to make do with the following review, taken from FASTER, a Canadian disk-based newsletter. We thank the staff at FASTER for permission to reprint the following, which they took from a French newsletter...

by Stephane Lavoisard
(ST Magazine - Issue #10)
Edited and translated by Andre Lafreniere
and Alain Plouffe from FaSTER.

Star Trek was certainly, with Dungeon Master, the most awaited game since with every new computer show, we could observe a new pre-release version. We've finally received it, surrounded by rumours claiming that this was the software of the 1990s. It's thus with excusable eagerness that I threw myself on this program and I might as well tell you that after I started playing, I found it difficult to stop long enough to write this article.

First, the authors have had the excellent idea not to base their scenario on either the films or the series. Hence, it's an original scenario to which they treated us. Since a while back, numerous spaceships are mysteriously disappearing in a certain part of the universe. The Federation has mandated you to go with the Enterprise to resolve this affair. The loading of the program is such that one gets impatient to see the game. Effectively, after only a few seconds, the digitized voice of Captain Kirk sounds: "Space, the final frontier", accompanied with the familiar sound effects, which are followed by the theme (not digitized this time, because this little folly grabs a lot of memory). Might as well tell you that



you'll be thoroughly seduced by this grand presentation, accompanied by a superb rendition of the ship. At last, the main game screen appears.

This one is composed of one large display surrounded on two sides with seven smaller screens. The main screen is the flight deck of the Enterprise, digitized for sure, and all the actors of the series are present. If you click on single individuals, their picture appears in the main screen along with the actions he or she is able to accomplish. If the main screen is in one of the mini-screens, all you need to do to bring it back to the main display is to click on it. As you've probably understood, this game is played with the mouse only, which speeds it up and makes access to your information easy.

I click on Sulu, who is the navigator. Three control panels are at his disposition. First, you have the general layout of the area, represented as a spinning 3-D universe which makes it very realistic. You may obtain a zoom view on the regional zone, and even the local area. You only need to click on a solar system to obtain its name and distance. If you then click on Spock, he will indicate if a system is Romulan, Klingon, or Federation. Click again on Sulu to indicate the cruising speed you want.

I chose to navigate at Warp 10, the maximum speed. After a few moments, the digitized voice of Scotty reminds me: "We must slow down or otherwise the ship will desintegrate!". I thus slow down to Warp 8. I arrive in the Zuner solar system, containing 6 planets. I click on a planet in the view of the system obtained by Sulu, and then on Spock to find out what we can expect here. A digitized voice informs me that a message has just been received. I click on Uhura, who tells me that there is a fleet of over 1000 ennemy ships in the galaxy. Since Zuner is controlled by the Federation, I am almost assured not to make any unfriendly encounters. On Zuner I, an energy station can be found which recharges my energy for navigating between the interior planets of the system. Zuner IV is a repair station which might come in handy if the vessel is attacked. Lastly, Spock informs me that Zuner IV supports life forms. On the Zuner system plan given by Sulu, I click on Zuner IV to get there at full impulse power.

After a few seconds, a beautiful picture of the Enterprise in orbit appears along with a message from Sulu. I click on Scotty who indicates the remaining amount of Warp energy for travelling between systems, and the level of impulse power for travel within systems. Time to click on Kirk, which advises me to teleport 6 or 7 members of the crew on the planet's surface. The choice is up to you. You'll rapidly discover that having only one person on a planet is near useless. Also

PUBLISHING (FROM PAGE 9)

you, the better off you'll be. If a desktop publishing program limits you to one, and only one, graphics format, you're stuck creating graphics with a program you may not necessarily like.

Now that you have your picture of your whatever, let's place it on the screen, which should represent your printed page (as mentioned last month, the closer the image on your screen matches the final output, the better off you'll be...). Place it anywhere. Lay it down in the center, if you like. Any desktop publishing program worth its weight in floppies should allow you to move things around after you've placed them on the screen. And you're probably going to want to do a lot of moving around as the job continues.

Next it's time to place the copy, the text of your advertisement. I'll assume, for the sake of simplicity, that you're (well, okay, WE'RE...all right, already....I'M) designing a full page advertisement. Remember, the ad must both stand out (to catch the reader's eye) and be pleasing to the eye (otherwise the reader will take his/her/its eye back...).

The content of the text will certainly have something to do with how well the ad does its job. Huge letters proclaiming "FREE TRIP AROUND THE WORLD WITH PURCHASE OF LARGE FRIES AND A SOFT DRINK" will probably have the desired effect of moving a helluva lot of fries and sodas. But a certain part of the success of such an ad will ride on the fact that the letters WERE huge ones. If you had buried this ludicrous claim in small letters somewhere in the body of the text, some people would undoubtedly see it (those who felt deserving of a break today, perhaps...), and the word of mouth would undeniably be fantastic. But placing the claim out in the open, in large, hard-to-miss letters, is a far better guarantee that the message will attract attention.

So, now that you know what you're going to say about your product in words, it's time to decide HOW your words are going to be presented. As mentioned above, large text, without a doubt, attracts more attention than small text. So let's make ALL the text large!

Boing! Boing! Boing! Tilt...tilt...tilt.... No, we DON'T want to make all of the text large. Making all of the text large is as bad as making all of the text small. It diminishes the effect. It makes the reader think that each word is as important as the other. And it looks awful, too...

Obviously your desktop publishing software should allow you to place text of varying sizes on the screen (and hence on the paper, when the document is finally printed...). Publishing Partner allows text ranging in size from 3 points to 72 points (a point is 1/72nd of an inch...so that's text ranging in size from 3/72nds of an inch (pretty small) to 1 inch in height and through use of a couple of other commands, that size can be increased to 2 inches in height). You should also be able to place that text anywhere on the screen you wish, and move it if you so choose. If you don't have that basic flexibility, then it's time to start looking for another desktop publishing program.

Here you are. You've got your graphic sitting there in the middle of the page, staring back at you. You've got the words you want to put in the ad sitting on the tip of your tongue (actually, probably resting quietly in the frontal lobes of your brain...). What now, you ask plaintively?

Now it's time to get to work. Lay in a line of text. Lay in the most IMPORTANT line of text (why start at the back and work your way to the front - this is America!). Make it big! Make it bold! Use a clear, readable font!

(Hold it...."font", eh?...just what, might I ask, is a font? Sorry, forget to mention that a font is a style of type, a typeface. You've seen words written in a style of type that

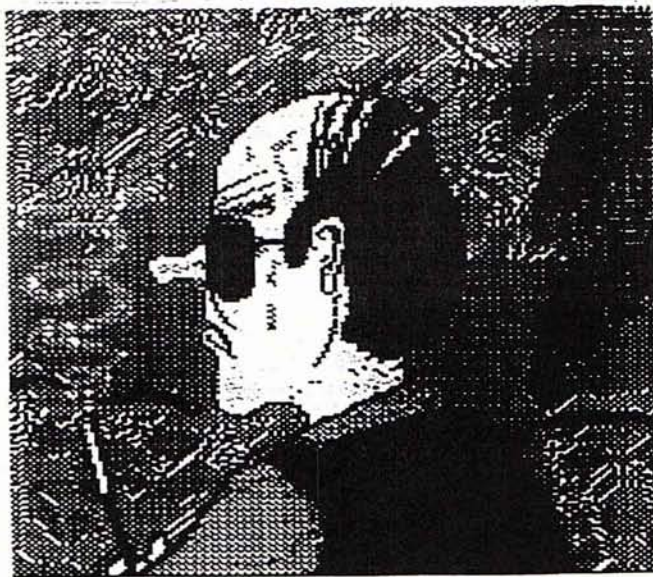
had lots of curls and little weird thingamabobs coming off of the letters - what you were probably looking at was an Old English (sometimes known as Olde English by trendys) or Gothic FONT. Keep the idea of fonts in mind, since the font chosen for the various pieces of text in a printed document can be as important as the thought behind the words...)

Now where was I....ah, yes, a clear, readable font. I just mentioned an Old English font, by way of example. DO NOT, under any circumstances, overuse a decorative font like Old English. Decorative fonts are for emphasis, and for effect. They should not be used as a matter of course. To go back to the military metaphor, you may have a tactical nuclear weapon in your backpack, but you don't use it to take out an enemy machinegun nest. Decorative fonts are like tactical nuclear weapons - they can make a real big bang if used at the proper time and in the proper place, but they're almost always a little hard on the eyes.

Stick with the clear, readable fonts. The fonts that make the words jump off of the page, into the reader's mind. Use a bold font, if you wish (if you're using a decent desktop publishing program, you can probably make any of the fonts available to you "bold" or enhanced). But make it easy for the reader to read...if the reader looks at the words of your ad (or any other document) and doesn't immediately recognize what it says, he/she will probably move right on along.

So, you've placed the most important text on the page. It's in big, readable letters. As mentioned before, don't worry about WHERE the text is placed; your program should allow you to move it around later, if you wish. Next, you want to start laying in the rest of the text. You can lay in that text in any way you choose - some of it might be single lines, the advertising equivalent of a headline. Other portions of the text might be in blocks, the advertising equivalent of a column. Do it freeform. Get the words out of your head and onto the screen, which represents the page.

Okay, now you're done. Everything you want to say about your product (or business, or whatever it is you're advertising) is on the page in front of you. Now it's time to officially lay it out.



OH JOHNNY! OH JOHNNY!
WHERE ARE YOU NOW THAT
WE NEED YOU!

PUBLISHING (FROM PREVIOUS PAGE)

Here's where the ability to move text (whether in columns or single lines, or even single words) comes into play, and proves its value. Start moving things around. If you're using a program that allows you to use a device like a mouse, all the better - you can grab an "object" and move it around like a hockey puck on the ice (okay, so it's a pretty lame analogy, but it's better than a military metaphor...). Experiment. Move things around. If you can, set your screen display to show the full page. It doesn't matter whether you can read the text, which with a full-page display might be much too small to make out clearly. You're not looking at what it says. You're looking at HOW IT APPEARS. The trick is to make it attractive.

Make it appeal to the eye of the reader. Place the graphic where it will catch the reader's attention. That can be in the center (depending on the size, of course there's nothing more asinine than a tiny little picture in the middle of the page...), or perhaps at the top, with the text (or copy, to use a more exact term) laid out beneath it.

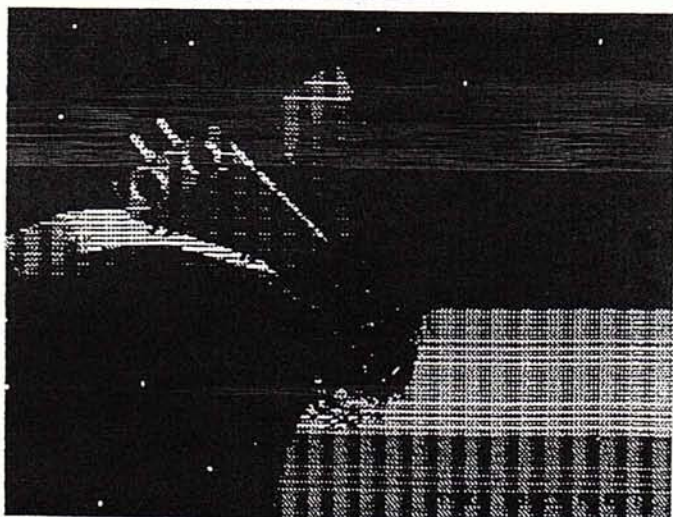
Do one layout. Save that layout on disk, or even print it out. Then play around with it some more. Save that one. Print it out. Then do another.

As I said, the idea is to experiment with the tools your desktop publishing program has given you. Put a box around some of the copy. Looks awful? Get rid of it and try something else. Remember, if you're trying to sell something, you want to make the best impression possible. The time you spend in designing the ad and experimenting with the layout will definitely pay off in the end through additional sales.

Of course, what I've said about designing a full page ad can also be easily adapted to a flyer or brochure. If you use the ability to mix text and graphics that desktop publishing gives you, you can easily create eye-catching documents that will make an impact. Some of these lessons are also applicable to the document type that will be discussed in the final installment of this series next month - newsletters, newspapers, and other predominantly text-oriented documents. But for now, remember:

LESSON 2: MAKE IT EASY ON THE EYES

LESSON 3: TAKE YOUR TIME AND EXPERIMENT WITH LAYOUT.



THE ASSAULT BEGINS.....FIRST BEACHHEAD:
DESKTOP PUBLISHING!

STAR TREK (FROM PAGE 20)

select among the equipment found on other planets the one which you will need and then teleport your personnel. The digitized sound of the teleportation is amazing.

Then is the planet surface exploration phase, a primordial aspect of the game, but not with such elaborate graphics as the other parts. The faces of the six crew members are represented along with the object or the person in front of you in wireframe form. According to the nature of the object blocking your way (door, robot, security bomb, etc...) each person suggests a different solution. The doctor often wants to get closer, while Spock will rather use logic, Kirk will often look for hidden mechanisms and Sulu proposes to destroy everything. You're the one choosing an appropriate course of actions. If this works, no problem; you move ahead and get to the following obstacle. If it doesn't work, nothing might happen, or your crew members might be wounded. Teleport yourself back on the Enterprise and click on the doctor who will heal the crew, as indicated with a life bar under the person's figure.

Back on the planet, continue until you find an interesting object. Spock often knows what to use it for and you can take it for someone's use or teleport it aboard. Some objects can be used against doors, robots or bombs while others can be installed aboard the ship to increase its resistance, its weapons, etc... It's equally possible to meet on these planets superior races, often friendly, but sometimes dangerous. In this case, it's the way to communicate that you have to select. The doctor offers to simply dialogue, while Spock prefers ESP, and Kirk is often menacing. Most often, the alien will reveal the location of a useful object.

A new message from the Federation makes me more aware of my ultimate goal, because roaming aimlessly around the universe is not too productive. It's right then that the red alert sounds. I click on the main deck and turn off the alarm. I then click on Chekov who takes care of battles. On his screens appear three Klingon vessels. I select the phasers, and click on one of the points on the radar. This puts me in battle mode. The enemy ship in wireframe representation heads towards me. You manoeuvre a red circle which diminishes in size as the other ship comes closer.

You must click on the enemy ship in such a way as to center the firing circle. When you click on the fire button, a shot lands arbitrarily somewhere inside this circle. You will then understand that the circle needs to be as small as possible if you really wish to hit your opponent. After two or three shots, the vessel disappears into space. But after the first few battles, my phasers are completely empty. I then select the torpedoes and head back into combat. During all battles, Spock indicates your vessel's energy level and that of the enemies. I've suffered serious damage and repairs are compulsory. Before anything else, I select Kirk and save my game position, fearing another encounter with the Klingons. I first go to a Dillithium mining complex planet and fuel up on energy for intergalactic travel, on another planet housing an energy complex for travel between planets, on a weapons dump planet where I find torpedoes, phaser replenishment and at lastly, to a repair center. All the damage has been repaired and I'm now able to resume my search.

Star Trek is certainly the most polished game to be found on the ST. The graphics come straight from digitized scenes reworked from the series, the sounds are wisely balanced between digitized and non-digitized, and finally, the interface is very efficient thanks to the use of the mouse and the seven mini-screens. The richness of the game (Star Trek contains over 1000 planets out of which about 450 to explore) makes the potential life span of this program almost unlimited.

To conclude, it seems that this is simply the best game available for now, and for a more than reasonable price. And that non-Atari Trekkies are not awaiting a version for their machines, since the programmers from Beyond Software have said that if they were ever to make versions for other computers, it would likely be much less attractive. So to all of you Trekkies, if you want to play heroes, you only have one thing left to do..

MICHTRON PLAYS HARBALL WITH PIRATES

A NEW WEAPON IS ADDED TO THE ANTI-PIRACY ARSENAL

You can get more than 1.

Special offer turn in three boards and I will give you a hard drive!!

And then things started to take off. There had been a continuing discussion in the Michtron Roundtable on GENie about piracy, with talk of past tactics to use against pirate BBS systems, and discussion by ex-pirates regarding their rational for pirating copyrighted software.

But the tactics of the past didn't seem to be working. If anything, pirate BBS's were flourishing, and it was obvious to all that read the continuing dialogue that software revenues were dropping. So Gordon Monnier, president of Michtron, decided to take matters into his own hands with the above message.

It didn't take long for the response to come.....

Category 5, Topic 3

Message 105 Tue May 26, 1987

P.FAZIO at 19:28 EDT

Alright Gordon! Way to go!

Pirate BBSs are the bane of my existence, both as the sysop of a _strictly_ clean BBS (Dateline BBS - Brooklyn, NY -- running MichTron 2.10 of course!) and the president of an Atari user group (B.A.S.I.C. - Brooklyn Atari Society), and I am very glad to see a software publisher decide to play hardball with these parasites. I don't call pirate BBSs, so I doubt that I will be able to take advantage of your offer personally, but I will pass it on to our members and BBS users.

Pete

Category 5, Topic 3

Message 108 Tue May 26, 1987

R-FLASHMAN at 23:54 EDT

Gordon, you make me proud. It is about time someone took up the other side of the war. As an ex-pirate, I think that the pirates have fought too long, and that is something of the past, that is now gone.

That is going to keep me busy for a while. I want to thank all of you honest people who support the anti pirate bbs movement.

I downloaded Goldrunner today off of a pirate board.. Can anyone give me one good reason why that should be acceptable behavior. To just give this game away to anyone who calls in???

The guy who wrote Goldrunner is trying to support a wife and a 12 year old boy on his earnings. If he doesn't make much off this program he will move on to something else! He has to make money!!! And he can't if everyone gives his hard work away...

Oh well off the soap box..

Category 5, Topic 3

Message 114 Wed Jun 03, 1987

LFRANKLIN at 00:04 EDT

Go Get em, Gordon! Pirates need to find out that they're not the romantic heroes they think they are. As far as I'm concerned, a pirate board sysop is not much different than a fence for stolen goods!

Lance

The above interchanges led me to the subject for this month's BITING THE HAND THAT FEEDS ME, and after writing it, I uploaded it to Gordon Monnier, both for comments and to find out what's next from him. His reply?

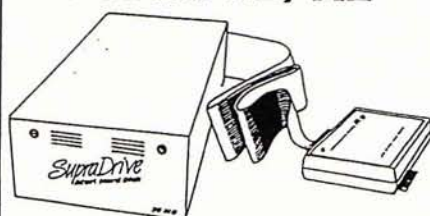
I found your article interesting. As to what are we going to do. We are turning all the information over to our lawyer and he is going to try and get a search warrant. We will go in and seize the computer, list out all the programs he has in his possession, and then sue him for copyright and trademark violations.

There's still no indication of whether Mr. Monnier, in the future, plans to reinstitute this offer, or if other software manufacturers will join him in this latest assault against pirate bulletin board systems.

As for whether this newest tactic in the war against BBS piracy will have an effect, the jury is still, as they say, out. Twenty-nine BBS numbers in a week may sound pretty impressive, but it's still a drop in the pirate BBS bucket...••

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